

ABSTRACT

The invention concerns a method and a system for: (i) producing in a computer processing unit a flow of synthetic images, and (ii) tracing a scene by creating visual interactions between the synthetic image flow and at least one video image flow. The computer processing unit comprises: a motherboard, a graphics board for scene rendering and display, including a processor for accelerating 2D/3D processing, a work buffer and a texture memory, an acquisition means for acquiring in real time video images, in a video buffer. The specific rendering of the scene is carried out: by recopying the video buffer in a memory zone of the graphics board, by tracing the synthetic images in the work buffer.